

*****IT'S THAT TIME AGAIN!*****

ARMADILLO, The Beast of the East, is published by The House of Coop, 3073 S Buchanan St, B-2, Arlington, VA, 22206. It is a Postal Diplomacy Journal, currently carrying games #1971 DK and 1972 CV, with another game starting shortly. Subs are 6 issues for 100¢; trade agreements are welcomed with other Diplomacy publications; back issues are available at 10¢ each. Give birth to an ARMADILLO today.

CONCERNING GAMES AND OTHER THINGS:

ARMO still has openings in regular Diplomacy, at \$4/game. We have two registered, Jon Rush and Jeffrey Carroll, with another two expressing interest, Mark Tonneson and Tim Tilson, so there are at least 3 openings left. Why not be one of those so that we can get this game underway? Len Lakofka has paid for an experienced game; we got a better idea and have decided to follow Len's example. Thus ARMO is opening another PUBLISHERS' GAME. It's open to any Publisher at a fee of \$4, or \$2.50 if you trade with us. Let's fill this one up fast. Maybe if some other editors follow our example we could end up with seven games in 7 zines and then have a 'World Champion Publisher'.

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WE'VE HAD A PRETTY GOOD RESPONSE to our massice mailout of last issue, but we still need more interested people to play or subscribe. And remember that we're open to comments, both pro and con. We'll also be glad to run an article on something that you might find interesting, or one that you submit to us. Help an ARMADILLO grow. Feed it goodies.

IT'S TOO LATE TO REGISTER, BUT YOU CAN VOTE...DECIDE & VOTE

AND IN CASE YOU WERE WONDERING ABOUT THOSE LETTERS next to your name on the address labels, it's like this:

P: you're a player RP: you're a rotten player
L: you're a loser (eliminated from game)
F: you're a subscriber (fool)
C: you're a cheapskate (this is a sample copy)
ASS: you're one of my friends LUV: you're special
RO: you rip me off for a free zine (we trade)

YOU'VE GOT...

ARMADILLO 

The Republicans
have their
splits right
after election
and Democrats
have theirs just
before an election.

NUMBER 12

20 OCTOBER 1972

--Will Rogers

IT SO THAT THE OTHER HALF MAY REACH YOU.
HALF OF WHAT I SAY IS MEANINGLESS, BUT I SAY

~KAMILL GIBRAN

#1971 DK

Fall, 1905: AUSTRIA: A Vienna-Tyrolia; F Ionian S ITA F Tyrr-Tun; A Rum-
(Cooper) ania S RUS A Mos-Sev; F EastMed S A Syria-Smyrna;
A Greece S A Serbia-Bulgaria
ENGLAND: A Edinburgh Hold; A Yorkshire-London
(Miller)
FRANCE: F WestMed-MidAtlantic; F Gulf of Lyon-WestMed;
(deNorris) A Gascony-Brest; A Burgundy-Paris
GERMANY: F EnglishCH S F NorthSea-London; A Picardy-Brest;
(Hirsch) A Ruhr S A Belguim-Burgundy; F Sweden-Gulf of Both;
A Warsaw-Moscow; A Munich-Tyrolia
ITALY: F Naples-Tyrrn; F Tyrrn-Tunis; F Portugal S F Spa(sc);
(Chitlik) A Marseilles MS F Spain(sc)
RUSSIA: A Kiel-Berlin; F Norway Hold; A StPetersburg S F Nor;
(Norris) A Moscow-Sevestapol
TURKEY: F Black S F Bulgaria(ec); F Smyrna-Aegean; A
(Fang) Sevestapol-Moscow/D/--Ukraine, Armenia

WOULD YOU BELIEVE...

(1) Germany (4) Russia
(2) Italy (5) Turkey (7) France
(3) Austria (6) England

SUPPLY CENTERS AFTER FALL, 1905:		CHANGES.	LAST
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AUSTRIA:	HOME,SER,GRE,RUM,Smyrna.....	0	7	7
ENGLAND:	LON,LIV.....	0	2	2
FRANCE:	PAR,BRE.....	-2	2	4
GERMANY:	KIE,HOL,BEL,DEN,SWE			
	Moscow,Munich,London,Warsaw.....	+1	9	8
ITALY:	HOME,SPA,MAR,Protugal,Tunis.....	+2	7	5
RUSSIA:	STP,Sevestapol,Norway,Berlin.....	0	4	4
TURKEY:	CON,ANK,Bulgaria.....	-1	3	4

WINTER, 1905 ORDERS ARE DUE THURSDAY, NOVEMBER 2, 1972.

ATTENTION: Herb Barents is now the Official Standby for this game and is requested to submit orders for TURKEY as Bill Fang is resigning due to law School obligations. Herb's address: 157 State St. Zealand, Mich 49464

The First Game...

1972 CV

AUSTRIA AND RUSSIA BUMP RUMPS IN GALICIA; ENGLAND SETS SAIL FOR NORWAY; GERMANY AND TURKEY ARE UP TO NO GOOD; FRANCE MOVES ON BELGIUM...

Spring, 1901: AUSTRIA: A VIENNA-Galicia; A Budapest-SERBIA;
 (Bonis) F Trieste-ALBANIA
 ENGLAND: F Edinburgh-NORWEGIAN; F London-NORTH;
 (Thomas) A Liverpool-EDINBURGH
 FRANCE: F Brest-MID ATLANTIC; A Paris-PICARDY;
 (Lowrance) A Marseilles-BURGUNDY
 GERMANY: F Kiel-DENMARK; A Munich-KIEL; A Berlin-SILESIA
 (Weber)
 ITALY: A Venice-TYROLIA; F Naples-IONIAN; A Rome-APULIA
 (Hilliker)
 RUSSIA: A Moscow-SEVESTAPOL; A WARSAW-Galicia;
 (Stone) F StPetersburg(sc)-GULF BOTHNIA; F Sevestapol-
 RUMANIA
 TURKEY: A Smyrna-ARMENIA; F Ankara-BLACK;
 (Hendry) A Constantinople-BULGARIA

Underlined moves fail. Capitals indicate location of unit after adjudication. /D/ will indicate Dislodged; /A/, Annihilated.

I AM Proud to announce that all moves for this game were early, and, in most cases, duplicate sets of orders were sent. I can't impress upon you enough the importance of sending orders early and sending either a postcard for me to return or duplicate orders. It makes my job easier and makes the game run more smoothly. I congratulate you all. Thanks.

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 ATTENTION: Standbys for this game are (1) Jon Rush and (2) Jeffrey Carroll.

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 THE DEADLINE FOR FALL, 1901 MOVES IS FRIDAY, NOVEMBER 10, 1972.
 Tentative Winter, 1901 builds may be submitted at that time.
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I would like to know whether you would like gamesmaster commentary on this game. Let me know when you send in your moves. If there is ONE negative vote, I will not comment - it must be unanimous. But the ranking will continue...

THE HOUSE OF COOP RANKS THE POWERS OF THE WORLD:

(1) Austria	(2) England	
Turkey	Italy	With the initial rating
France	Russia	we have shown only the
Germany		two-group ranking.

I would like to request phone numbers from all of you and either a yes or no on whether I can call you if I have no moves at the deadline. The calls would be collect (sorry, but I'm not rich) and would be made at a time you specify. I will accept phone orders but I can't promise that I'll be in on the day of the deadline, or the night, either. If you must call, the best time would probably be between 10:30 and 12:00 at night. Forget it on weekends, I won't be there. Phone number at The House of Coop is 703 - 578 0684.

One more thing - House Rules are to follow this issue. If you haven't received them within about 10 days after this, let me know. They're going out third class.

And now, some more INTERNATIONAL BULLSHIT...2

First Faithful Friends Diplomacy Game...#1971 DK

SOMEWHERE IN THE MIDATLANTIC: "Good evening, America."

"Drew Carroll here, reporting from the flagship of the French fleet. I'm talking with Captain DeNorris. (Golly willakers he's a great guy) General, I mean Colonel, I mean Captain..."

"Oh shut up and ask your fool question."

"Well sir, how do you explain your hapless predicament?"

"Easy. My brother is a fool beyond comparison. Dave Miller has the loyalty of an Italian and the brains of a Pole. Dave Chitlik wears an eyepatch and has been feeling his oats lately. Mike Hirsch is a fascit second only to Larry Peery. Bill Fang is too far away to help me. And most of all - paybattention, stupid - Steve Cooper is a coniving, cheating, degenerate, perverted, heathen, son-of-a-bitch."

"Gee, I love that kind of talk. Can I be your friend?"

"Gad! The Thought sickens me. In fact, if it weren't for the fact that you, Drew Carroll, are the most utterly stupid, uncoordinated, ugly, obnoxious, and purile being I know, I'd seek refuge in America. But alas, I must keep my destination secret. Now begone, you ninny!"

"Isn't he wonderful. Why he's strawberry jam and I'm just mustard."

LONDON: Specialists are predicting a harsh winter for King Big Wave and his dragoons. Faced with unseasonable weather, poor food, and unfamiliar surroundings, dissension lingers in the air. Even the King has been heard mumbling about some island far away...

LIVERPOOL: MR. DeNORRIS: By Fall, 1906 you will have discovered that you rate #7 in The House of Coop listing and second to King Big Wave as a chess player.

VIENNA: (RAP) It is rumored here that the Arch-Duke Irving is furious about the recent inability of his forces to produce military victories. Undoubtedly this stems from the success of his ally, the Pope, whom the Arch-Duke helped save from destruction. But the puzzlement over the recent comminques to King Big Wave continues unabated.

EDINBURGH: It is true the King runs a decent motel. However, the tourist season is over, and with it the Trojan Inn slowly withdraws from the scene. At this time, the King would like to thank Mr. DeNorris, Mustang Sally, and Grand Union Super-Markets for making it possible to open a new theater, The BUSY NOODLE, which will primarily feature candid stag films.

MUNICH: Once again, our eyes are open. And for a change, so are our ears.

The First Game...1972 CV

CASTELLAMMARESE: Pope Joan II announce today the appointment of Salvatore Mozzarella as Prime Minister of Italy. Mozzarella is reputed to be a member of a secret Sicilian criminal cartel. He was recently deported from the United States on twenty-seven counts of public loitering and one count of defacing public property. When a rather nervous Pope Joan was questioned as to why she appointed such a man to be Prime Minister, she replied, "He gave me such a deal I couldn't refuse."

And a little about a lot...some

Candid Comments Concerning Certain Current Circumstances, or
COOP'S CORNER

In the recent issue of GAMERS GUIDE (October, 1972), there appeared a number of capsule reviews of various publications received, among them, a reveiw of ARMADILLO. In this review, which I assume to be the work of Ken Borecki, a comment was made that ARMO was not worth 6 issues for one dollar, definitely. Naturally this concerned me, so I wrote Ken asking for constructive criticism so that ARMADILLO might become something worthy of your dollar. No response. I then wrote again, stating that I wished to know what I could do to improve ARMO, and asking what criticism he had of the zine. I have received nothing to date. Now I am human, and I was a little hurt by the comment that appeared in GAMERS GUIDE, ubt I am also interested in putting out a first-class dependable zine. I am capable of understanding that people are not going to like everything about the zine, but I also expect that if somehting is lacking in ARMO, and people criticize it, they might have the decency to advise me of what I might do to correct the situation. To make a statement that influences a number of possible subscribersand/or players, and then to give no reason or reasons for that statement, is to me, unfair. All I am asking is that I be advised of what it is that ARMADILLO lacks, or might do, in order to improve. I care. I doubt the sincerity of someone who says something and then can't defend that statement.

&

Does anyone know what we're supposed to do with commemorative stamps that we've been pulling off all our letters? I remember seeing somewhere that the IDA was collecting them to raise money. A little help in this matter, please. The name Robert Lamb comes to mind, but I have no idea if that has anything to do with this.

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About the idea of preventing dropouts, Andy Phillips wrote me saying that he has begun, or began, giving rebates of a dollar to anyone finishing a game. He stated that he did not think that this had prevented drop-outs, but maybe it had made it easier to fill inferior standby positions. After thinking it over, I don't think my idea of giving a refund to the winner is going to help either, because as Andy says, it isn't the winner who drops out. Anyone have another idea?

&

I was saddened to read in THE ARENA that Edi Birsan's father died unexpectedly of a heart attack. Having gone through this same experience last year, I can sympathize with the loss Edi must feel. Please bear with any delays that might occur. Edi's new address is Edi Birsan, c/o Pat Verteramo, RD 5 Box 6, Bridge St, Hopewell Jct., NY 12533.

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Conrad von Metzke is now in charge of assigning Boardman numbers. If you nedd one, contact him at PO Box 8342, San Diego, Calif, 92102. He also wants to establish trades with all existing publications.

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Speaking of Conrad von Metzke, the recent issue of IMPASSABLE, #11, contains part of a letter written by Conrad concerning the series of articles appearing in IMPASSABLE about gamesmastering by Len Lakofka, of LIAISONS DANGEREUSES fame. It says in effect that one must expect some delays in publishing as well as tolerating some bending of rules and deadlines in order to make the hobby enjoyable. I agree with him, and suggest that everyone read what he has to say. Let me hasten to add

(COOP'S CORNER, continued from page 5)

that in no way am I condemning Len's articles, nor do I think that Conrad was either. Rather he was disagreeing with the concept of rigidity over deadlines, missed moves, late orders, and the like. On the plus side, I have gained much from Len's series and am using a form of his notation, without his permission, of course!

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ARRAKIS is back on my desk again, with issue #2. The One-Finger King (that's on a typewriter, in case you wondered) wants to know what was the most interesting postal Diplomacy game and why. In my opinion, I'd have to say The Grudge Game, which appeared recently in HOOSIER ARCHIVES. WHY? Well, because it was top-notch play (until the end), top-notch gamesmastering, moved at a very rapid pace, and had press that was absolutely first-rate. But then I might point out that The First Faithful Friends Diplomacy Game also has all of the above... And before I forget, what the hell does 'CHIMO' mean?

&

In the recent issue of PLATYPUS PIE (# 14), there appears an article by Len Lakofka (reprinted from HOOSIER ARCHIVES #94) concerning the problem of poor gamesmastering. The article deals with the problems arising from excessive lateness and defaulting by gamesmasters, and then asks three questions about what to do: (1) Should a sanctioning and/or recommending body be set up to monitor current gamesmasters and to report on their findings? (2) Should complaints of mail fraud be registered against excessively late or defunct publishers? (3) Should the keepers of rating systems and gamesmasters be asked to remove from their rosters inactive publishers who have defaulted on their publishing commitments but still have active games as players?

Brenton Ver Ploeg comments on the article, agreeing that eventually something will have to be done about the problem, but that waiting seems to be the best bet right now. He adds that using methods such as John Boardman's "Rip-Off Roll" (GRAUSTARK), on a slightly greater scale, might be the best thing to do now. He gives some valid reasons about waiting, but goes on to add that Len's first suggestion (Question 1 above) is a good one. I got the impression that he sort of passed over the second question, which isn't a bad idea, since I believe that that type of thing is extremely hard to prove anyway. He leans toward a no-go on the last suggestion because the number of publishers who continue to play after ceasing publication is rather small.

I also agree with the gentlemen above in regard to setting up a committee or the like to report on gamesmasters and/or publishers. The problem is, who's going to comprise the committee? It's no secret that some publishers don't get along with other publishers very well; might this not carry over into their rating of those publishers? And if such a committee were set up under the auspices of say, the International Diplomacy Association (IDA), would it rate all gamesmasters/publishers in the hobby or just those member publishers of IDA? And if it rated all, would there be static from The Diplomacy Association (TDA)? The latter problem could be easily alleviated by having members of both associations comprise the committee, and add some independents to take care of Fred Winter (CARBON 13). This could probably be made to work, and I think that it would prove to be a most useful undertaking, but I have a nagging feeling that the members of the committee should also include players. They're the ones who would be most affected by the ratings of such a body and should be the ones who do the rating. In some cases, a player and publisher are one and the same, so my statement is just meant to say that any rating committee devised should include persons who are just players, player/publishers, and just publishers.

(COOP'S CORNER, continued from page 6)

I would be glad to participate in the establishment of such a body. I believe it is a worthwhile project, and that the information that could be provided to the public would be invaluable, as there is no current complete listing of publications with ratings.

Comments on this are solicited, and may be sent to The House of Coop, Brenton Ver Ploeg, Len Lakofka, and probably Walt Buchanan. Addresses appear below for all of them.

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And while I'm on the subject of defunct games, I want to announce that ARMADILLO is more than willing to carry Orphan Games. If any publisher has games that he wishes to turn over to another publisher, or if any player-group is out a publisher please notify me. In most cases I would ask for no fee save postage. This applies only to regular Diplomacy at the present time. An Orphan Game Bureau might be another project...

ARMADILLO offers

PLEONASTIC PLUGS

New zines:

ARRAKIS, John Leeder, Box 1606, Huntsville, Ontario, Canada. Subs 100pp/\$1.

Game \$4, with \$1 discount to IDA. Looks good.

CARPETBAGGER, Stephen Bell, PO Box 1787, Davidson, NC, 28036. Subs 5 issues for 50¢. Games are \$8, with \$4 refund at end of game.

PELLUCIDAR, Burt Labelle, 146 Elm St, Saco, Maine, 04072. By the publisher of ANTARES. Subs are 7/\$1 or 15/\$2. Games are \$5.

New zines, kinda:

BIG BROTHER, Charles Reinsel, Box 8342, San Diego, Calif, 92102. Charles is contemplating returning to publishing after a break of about 3 years. BIG BROTHER was one of the best, most punctual zines. Game fee will be \$7 and will not be asked for unless it is definite that publishing will be resumed. Seven games will be opened and the winners will play in a 'World Series' (Held in Oakland?). Send a self-addressed stamped envelope for info.

Oldies but goodies:

ARMADILLO, Why Not? We have openings too!

CARBON 13, Fred Winter, 640 N Henry St, Madison, Wisc, 53703. Subs are 7/\$1.

Games are \$6. Strongly anti-association. Lots of press.

IMPASSABLE, John Boyer, 117 Garland Dr, Carlisle, PA, 17013. Subs are 6/\$1.

Games are \$5. Well produced zine. Lots of good reading and

Diplomacy info. Puzzles, letters, good articles, and sick jokes.

LA GUERRE, Buddy Tretick, 11710 Coldstream Dr, Potomac, MD, 20854. Subs ?.

Games are \$5. Buddy has come under a lot of flak in the past but his zine has appeared regularly over the past year. Much improved.

LIAISONS DANGEREUSES, Lenard Lakofka, 4970 N Marine Dr, #525, Chicago, Ill, 60640. Subs are 12/\$2. Games \$4 with \$1 discount to IDA members.

Many articles, lots of reading, games, and press. At times Len gets a bit confused, but well worth it!

Oldies but goodies but no games at the present:

BUSHWACKER ... COSTA GUANA ... GRAUSTARK ... JASTRZAB ... PLATYPUS PIE ...
... SHAAFT! ... THE ARENA ... " " ...

And general interest zines: ANTARES and HOOSIER ARCHIVES

For addresses on the above write to The House of Coop and inquire. That way we get your name and address and can bombard you with copies of ARMADILLO until you either subscribe or go crazy. But deep down!..

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THE DIPLOMACY ASSOCIATION. Info from John Beshara, 155 West 68th St, New York, NY 10023. Currently sponsoring the Diplomacy World Championship Tourney, gamemastered by Chris Schleicher (ATLANTIS).

Would you believe

"A RESPONSE TO POLITICAL POLEMICS - RICHARD NIXON"

It would be impossible (even for The House of Coop) to intelligently assess the administration's record in fifteen areas in a page and a half. Hopefully this is the excuse for Mr. Cooper's inept, inaccurate, and illogical summary of Richard Nixon's record. But I am more compassionate than Steve might give me credit for. Since I hate to type I will assume The Coop does also. Thus I will dispense with my brilliantly piercing critique of Steve's article and instead offer a solution to the presidential dilemma facing us this November.

There is only one man with enough 'stick-to-it-ness', integrity, and charisma to lead our nation to four years of Utopia. That man is obviously Harold Stassen. It is only fitting that he be elected in the only election out of the past dozen in which he has not been a candidate.

After all, if we don't elect him now, odds are he'll have to run all over again in 1976. Give in America. Vote Stassen in '72!

/s/ T. W.

ARMADILLO - The above is undoubtedly some crude attempt at humor by one of our demented friends. In response, we feel that humor is the only form of reply worthy of our time. Therefore we present the further thrilling adventures of Coop, and his dog, whimp. But first, we wish to notify our readers that we are dispensing with POLITICAL POLEMICS this issue because of a number of letters from our public, led by Burt Labelle and Andy Phillips, telling us that they are not interested in reading politics in ARMO, because, as Andy puts it, they can read that in any paper. Before we go, however, we would like to draw attention to an article appearing in the premier issue (October 1972) of Saturday Review: THE SOCIETY. The article is entitled "The Question of Presidential Character" authored by James David Barber, a noted political scientist, and examines the pasts of Nixon and McGovern to determine how well each candidate would perform in office. The article appears to favor McGovern, with well-substantiated reasons. Read it for yourself. But first read this...

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THEY ARE BACK! THOSE LOVABLE DO-GOODERS,

COOP, AND HIS DOG, whimp!

Once again, ARMADILLO is proud to bring you another chapter in the exciting

WHAT ELSE?

THE / ADVENTURES OF COOP, AND HIS DOG, whimp

--The Rehobeth Beach Caper--

Chapter 5: Driving down the road I get a feeling that I should have been home yesterday. (Credit to John Denver)

A QUICK SYNOPSIS: For those of you who are just joining us, Coop, and his dog, whimp, have been asked by Tricky Dick to stop some unknown group which is seeking to destroy the economy of the good ole U S of A by undermining the nation's economy. Thus far, whimp has been captured by the group, and Coop and his sidekick, Drew Carroll, NotreDameClassof74, are very much concerned about his disappearance. They have discovered from the little old lady upstairs that whimp went off in the company of an unknown chick, in a blue Plymouth. We pick up the story in the Underground White House, as the duo prepares to give chase.

"Hey, ah Drew, don't you think 4 is enough to get our heads straight?"
 "Yeah, I guess you're right. But you better roll one more for the road."
 QUICK ROLL LATER, we find our duo on the road in search of a blue Plymouth. They quickly pick up the trail, thanks to The Coop's acute sense of smell, which enables him to follow the scent of the exhaust. It was, after all, The Coop who taught whimpy his tricks. They are now heading out of the city on the Baltimore-Washington Parkway. After a slight adjustment in course, necessitated by Coop's discovery that he was tracking a yellow Plymouth, not a blue one, our heroes find themselves headed toward the Bay Bridge.

"Jeez, man, ya think they dumped him offa the bridge?"

"Na, I doubt it, Drew. They know that dogs can swim. Besides if they did that we wouldn't have a story."

"I guess you're right. But this sure is dull. I thought this was a humor story."

MEANWHILE, the captured whimpy is being driven blindfolded toward an unknown destination. His captors have abandoned the blue Plymouth in favor of a yellow one, in order to mislead our heroes. Now back to our duo.

"Hey, over there! That's a blue Plymouth. Let's checkit out."
 Going over the car, The Coop finds something in the back seat that assures them that whimpy was indeed in the car: a button reading 'Harold Stassen in '72'. Detecting the presence of another exhaust, they pile back into Drew's Budget Rent-a-Car and burn rubber. After ridding the car of the foul smoke caused by such an act, they take off in hot pursuit.

Whimpy's captors have now arrived at their destination, and proceed to drag whimpy into the house. Whimpy is immediately aware of the sound of the ocean, and since he learned well from The Coop, was able to detect the faint aroma of Grotto pizza, and thus knew he was at Rehobeth Beach. And of course, he thought, that was because Rehobeth was the Nation's Summer Capitol, and since this group was out to undermine the economy, and since this was summer, and since the economy is run from the Nation's Capitol, they would have to operate from Rehobeth Beach. And with such a brilliant piece of reasoning under his belt, whimpy promptly threw up, then passed out, as he is wont to do whenever he consumes a bit too much for his system.

"That's it, Drew! They're headed for Rehobeth Beach!"

"How'd ya figure that out, Coop?"

"I just read the preceeding paragraph. Now let's hoof it!"

"Hey, man. Wouldn't it be easier to drive the rest of the way?"

THE STAGE IS NOW SET for the inevitable meeting between the evil and no doubt Communist group and our heroes. Drew and Coop have tracked the group to its hideout, and are now plotting their course of action.

"Roll another one, Coop. This is a tough problem."

"We gotta get word to whimpy and let him know we're here. OK, I got it! First thing in the morning, we'll put my plan into action. Meanwhile, let's find a place to stay."

A SHORT TIME LATER we find our heroes on the boardwalk. Finding a place to stay.

"Hi there. I'm Drew Carroll, NotreDameClassof74pleasedtomeetcha. We just got into town and we need a place to stay. How about if you put us up for the night?"

"Well, gee, honey. I don't even know you. And besides, the place I'm staying in isn't even mine."

The Coop predicts: Washington over Dallas, 20 - 17. Watch it Sunday.

"Hey, that's OK. Like we're beautiful people and besides that, we're famous. Don't you read ARMADILLO?"

"ARNADILDO? What the fuck is that? Some kinda perverted sex act? Just how much do you think you can take me for?"

"Well, how about five dollars? That's all I've got with me, but I can write a check."

"Uh, Drew, I thought you were going to be subtle this time."

"Lissen Coop, they're runnin' out of space in this issue, and we still gotta get word to whimpy, remember. Now let's go. We got work to do."

And so our two superstuds slink off into the night to work on a couple of plans. Their names were Debi and Donna...

Early the next morning a carrier pigeon swoops through an open window of the hideout of the evil group. Spying whimpy tied up in the corner, the pigeon drops a personal message on his head, then turns abruptly, and is gone. With the message now dripping down onto whimpy's nose, whimpy is made aware that his buddies are onto his whereabouts, for who else would have devised such a clever way of getting in touch. And besides, whimpy had seen the Harold Stassen button the pigeon was wearing. Saved!

"Well, Drew. The pigeon is back. whimpy knows we're here. But we must assume that our enemies also know we're here. So we'll have to do it with care and stay on our toes from here on out."

"Oh good! I've never tried it that way!"

AND WITH THAT we leave our superheroes until the next thrilling episode of The Rehobeth Beach Caper. Don't miss it!

THE INTERNATIONAL DIPLOMACY ASSOCIATION. Dues are \$2/year. Info from John Boyer, address page 7, or Walt Buchanan, RR #3, Lebanon,IND, 46052.

THE STAFF OF ARMADILLO SUPPORTS SENATOR GEORGE McGOVERN FOR PRESIDENT.

Readers' comments are welcomed on anything contained herein. The staff of ARMADILLO also welcomes any constructive criticism you might have to offer.

ARMADILLO
3073 S Buchanan St
Apt B-2
Arlington, VA
22206

TO:

COOP, AND HIS DOG,
whimpy
ARE BACK!

FIRST CLASS MAIL